

# DREADNOUGHTS

AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF WWII NAVAL COMBAT IN THE NORTH ATLANTIC

COMPUTER GAME  
DISKETTE FOR:  
Apple® II, II+, IIe  
or ~~IBM~~ C-64  
~~IBM PC~~  
No. 45594

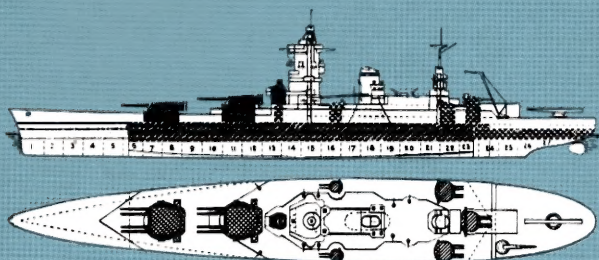


microcomputer games®

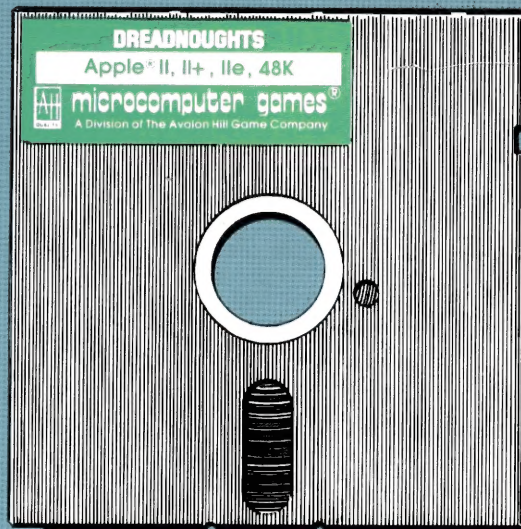
A DIVISION OF THE AVALON HILL GAME COMPANY



# WWII naval combat in the North Atlantic



French Battlecruiser *Dunkerque*



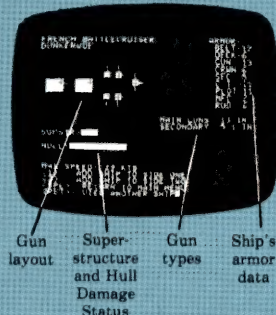
## DREADNOUGHTS®

THE AVALON HILL GAME COMPANY'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF WWII NAVAL COMBAT IN THE NORTH ATLANTIC

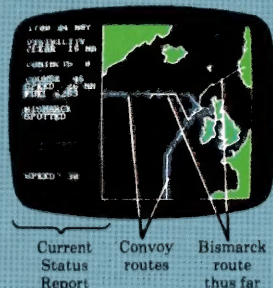
Bismarck Radar Display



Individual Ship Display



Strategic Map Display



The first in a series of comprehensive computer naval wargames, **Dreadnoughts** allows you to recreate all of the surface naval actions of the early years of WWII in the North Atlantic.

You will experience all of the action, tension and excitement of real naval combat in this computer simulation of war on the high seas. Designed to be played on both the strategic and tactical levels, you maneuver your task force over a hi-resolution map of the North Atlantic to make contact with the enemy. You launch reconnaissance planes and use radar and visual search methods to find and bring your enemy to battle. When enemy ships come within gun range, tactical battle begins. The hi-res strategic map is replaced by a tactical combat display indicating the locations of each major ship, destroyer flotilla and convoy involved in the battle.

The tactical combat mode is a very realistic simulation of naval surface combat. Everything is taken into account: each ship's speed, maneuverability, armor, number and type of each gun, rate of fire, the target's range and attitude and much more.

Over forty major ships are represented: aircraft carriers, battleships, battlecruisers, heavy and light cruisers, destroyer flotillas and convoys. There are also rules for planes and searching. You can recreate a historical battle or create your own "what if" scenario.

**Dreadnoughts** is a game for one or two players. In the single player game you will command the German Navy as you attempt to wrest control of the seas from the British Royal Navy. Or you can choose to engage a friend's task force in the two player version.

Other features include:

- Detailed ship data
- Realistic combat resolution
- Search and attack aircraft
- Strategic and Tactical levels
- 44 major warships
- Design your own scenario

**Dreadnoughts** is ready to run on Apple® II microcomputers with 48K memory and one disk drive, and Commodore® 64/128.

**Complexity Level:** 7 [on a scale of 1 (easy) to 10 (hard)]

**Playing Time:** 1 to 2 hours



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1 to 2  
Players

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